

STAR WARS®

ROLEPLAYING GAME

Revenge of the Sith Collection

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Introduction

The *Revenge of the Sith Collection* is a compilation of game material originally published in articles on the Wizards of the Coast **Star Wars Roleplaying Game** website: "Villains of *Revenge of the Sith*," "Heroes of *Revenge of the Sith*," "Starships and Vehicles of *Revenge of the Sith*," and "Jedi Counseling." They are presented here in an easy-to-use (and easy-to-print) format.

Chapter One contains game statistics for the heroes of Episode III: Obi-Wan Kenobi, Yoda, Mace Windu, Bail Organa, Captain Antilles, Tarfful, and Chewbacca.

Chapter Two presents game statistics for the villains of Episode III: Anakin Skywalker, Emperor Palpatine, and General Grievous.

Chapter Three is a collection of droids, weapons, and equipment seen in the movie: bodyguard droids, buzz droids, Kashyyyk long-guns, the electrostaff, the BlasTech DT-57 "Annihilator" heavy blaster pistol, cyborg hybrid (a new type of cybernetic enhancement), and several new pieces of droid equipment.

Chapter Four contains the starships and vehicles of Episode III, everything from the *Venator*-class star destroyer to the Eta-2 interceptor to the AT-RT one-man walker.

Chapter Five presents new rules and errata inspired by (or relevant to) the movie, originally presented in the Jedi Counseling column (#60, 64, 65, 70-74, 78-79, 83, 89).

You may also want to read the appendix of *Ultimate Missions: Revenge of the Sith* for more roleplaying game statistics, including alternate versions of Anakin Skywalker, Bail Organa, Chewbacca, General Grievous, Obi-Wan Kenobi, and Tarfful. That appendix also includes characters not included herein—San Hill, Sly Moore, Tion Medon, and Wat Tambor—as well as Utapau species traits, making that species available to players. In addition, the appendix of the *Attack on Endor Scenario Pack* has roleplaying game statistics for the clone troopers' BARC Speeder and the reptilian varactyl used as mounts on Utapau.

Unlike the roleplaying game statistics in *Ultimate Missions: Revenge of the Sith* and *Attack on Endor Scenario Pack*, this collection was written using rules outside the **Star Wars Roleplaying Game** revised rulebook—while it should not be necessary to have those books to use the characters contained herein, you may find them useful. All such material is given an abbreviation (listed below) so you will know its source.

References:

A&EG	<i>Arms & Equipment Guide</i>
CCW	<i>Coruscant & the Core Worlds</i>
GCG	<i>Galactic Campaign Guide</i>
DSSB	<i>Dark Side Sourcebook</i>
HG	<i>Hero's Guide</i>
PotJ	<i>Power of the Jedi Sourcebook</i>
UAA	<i>Ultimate Alien Anthology</i>
UAd	<i>Ultimate Adversaries</i>

Chapter One: Heroes

Obi-Wan Kenobi

General Kenobi, now a member of the Jedi Council, and his former Padawan, Anakin Skywalker, returned from the Outer Rim sieges to rescue Palpatine from General Grievous and Count Dooku. Later sent to hunt for Grievous on Utapau, Kenobi was unable to provide guidance to Anakin in his darkest hour—and, after surviving his clone troopers' assassination attempt, he learned the terrible truth behind the massacre at the Jedi Temple. On Mustafar, the Master and his former student would cross blades—but not for the last time.

Obi-Wan Kenobi: Male Human Jedi guardian 7/Jedi Master 5/Jedi investigator 2; Init +3 (+3 Dex); Defense 24 (+3 Dex, +11 class), 30 with Master Defense; Spd 10 m; VP/WP 119/14; Atk +17/+12/+7 melee* (5d8+3/18–20, lightsaber) or +16/+11/+6 ranged (by weapon); SQ contact, deflect (attack –3, defense +4, extend defense and attack), force secret (Affect Mind +1, Force Defense +1), target bonus +1; SV Fort +12, Ref +13, Will +12; SZ M; FP 9; Rep +4; Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 13.

Equipment: Lightsaber*, Jedi robes, utility belt.

* Obi-Wan Kenobi has constructed his own lightsaber.

Skills: Balance +8, Bluff +2, Craft (lightsaber) +6, Diplomacy +6, Gather Information +8, Jump +9, Knowledge (Jedi lore) +5, Pilot +9, Read/Write Basic, Repair +3, Ride +4, Search +4, Sense Motive +8, Speak Basic, Speak Shyriiwook, Tumble +8.

Force Skills: Affect Mind +11, Battlemind +8, Enhance Ability +7, Enhance Senses +6, Farseeing +4, Force Defense +6, Force Stealth +6, Force Strike +8, Move Object +7, See Force +8.

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Low Profile, Weapon Finesse (lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Form III Mastery^{HG}, Knight Defense, Lightsaber Defense, Master Defense, Sense.



Yoda

Over the past eight centuries, Yoda had guided hundreds of Jedi to knighthood. Over the past three years, he guided the order through the Clone Wars. In the last days of the Republic, he felt a terrible tremor in the Force as his fellow Jedi were betrayed by the treacherous clone troopers. Now, as he arrives in Palpatine's office, the greatest Force duel in over 1,000 years is about to take place, and the fate of the galaxy hangs in the balance.

Yoda: Male Jedi consular 7/Jedi Master 9/Jedi instructor^{PotJ} 4; Init +1 (+1 Dex); Defense 26 (+1 Dex, +14 class, +1 size); Spd 6 m; VP/WP 141/14; Atk +21/+16/+11/+6 melee* (2d6+5d8+1/18–20, short lightsaber) or +19/+14/+9/+4 ranged (by weapon); SQ block, deflect (attack –3, defense +3, extend defense and attack), force secret (Battlemind +1, Farseeing +1, Force Defense +1), inspire confidence +2; SV Fort +13, Ref +12, Will +19; SZ S; FP 15; Rep +10; Str 8, Dex 12, Con 14, Int 14, Wis 19, Cha 17.

Equipment: Short lightsaber*, Jedi robes, gimer stick.

* Yoda has constructed his own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber) +6, Diplomacy +15, Hide +5, Intimidate +11, Knowledge (Coruscant) +4, Knowledge (Jedi lore) +14, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Cerean, Speak Mon Calamarian, Speak Shyriiwook, Tumble +12.

Force Skills: Affect Mind +14, Battlemind +11, Empathy +10, Enhance Ability +12, Enhance Senses +8, Farseeing +19, Force Defense +12, Force Strike +12, Heal Another +10, Heal Self +10, Move Object +18, See Force +16, Telepathy +8.

Feats: Combat Reflexes, Exotic Weapon Proficiency (short lightsaber), Force-Sensitive, Heroic Surge, Improved Critical (short lightsaber), Persuasive, Weapon Finesse (short lightsaber), Weapon Focus (short lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mastery, Form IV Mastery^{HG}, Knight Defense**, Lightsaber Defense**, Link, Master Defense**, Sense.



*** Yoda gained these feats in his youth. He must use Enhance Ability to increase his Dexterity score to be able to gain the benefits of these feats (see below).*

Enhance Ability stats: Yoda can fight much more efficiently if he uses Enhance Ability to improve his Dexterity score—in fact, he can't use Lightsaber Defense, Knight Defense, or Master Defense at all unless he does so. See below for his stats after applying his Enhance Ability result (assuming he is wielding his short lightsaber in two hands):

15–19: Init +2; Defense 33; Atk +22/+17/+12/+7 melee (2d6+5d8+3/18–20, short lightsaber) or +20/+15/+10/+5 ranged (by weapon); Dex 14; Tumble +13.

20–24: Init +3; Defense 34; Atk +23/+18/+13/+8 melee (2d6+5d8+4/18–20, short lightsaber) or +21/+16/+11/+6 ranged (by weapon); Dex 16; Tumble +14.

25–29: Init +4; Defense 35; Atk +24/+19/+14/+9 melee (2d6+5d8+6/18–20, short lightsaber) or +22/+17/+12/+7 ranged (by weapon); Dex 18; Tumble +15.

30 or more: Init +5; Defense 36; Atk +25/+20/+15/+10 melee (2d6+5d8+7/18–20, short lightsaber) or +23/+18/+13/+8 ranged (by weapon); Dex 20; Tumble +16.

Mace Windu

In the days before Grievous's attack on Coruscant, Mace Windu was closing in on the identity of Darth Sidious; however, the kidnapping of Palpatine made the trail turn cold. When Anakin Skywalker discovered that Palpatine is Sidious, Windu was quick to act. Soon after, his fellow Masters were cut down by Palpatine's blade. In the cold night wind of Coruscant, Mace Windu confronted the true face of evil, his fate in the hands of the Chosen One.



Mace Windu: Male Human Jedi guardian 5/Jedi weapon master ^{PotJ} 7/Jedi Master 7; Init +2 (+2 Dex); Defense 25 (+2 Dex, +13 class), 29 with Knight Defense; Spd 10 m; VP/WP 149/15; Atk +23/+18/+13/+8 melee* (7d8+1/18–20, lightsaber) or +20/+15/+10/+5 melee (2d4+1/19–20, unarmed) or +21/+16/+11/+6 ranged (by weapon); SQ block, deflect (attack –3, defense +3, extend defense and attack), force secret (Battlemind +1, Force Strike +1, Heal Self +1), weapon mastery (rapid strike, superior weapon focus); SV Fort +14, Ref +14, Will +15; SZ M; FP 12; Rep +9; Str 12, Dex 14, Con 15, Int 16, Wis 17, Cha 18.

Equipment: Lightsaber*, Jedi robes.

* Mace Windu has constructed his own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber)

+8, Diplomacy +13, Disguise +6, Intimidate +16, Jump +5, Knowledge (Coruscant) +8, Knowledge (Jedi lore) +16, Read/Write Basic, Speak Basic, Speak Huttese, Speak Ryl, Speak Shyriiwook, Tumble +12.

Force Skills: Affect Mind +13, Battlemind +16, Empathy +8, Enhance Ability +12, Enhance Senses +8, Farsensing +8, Force Defense +12, Force Grip +10, Force Stealth +6, Force Strike +15, Heal Self +7, Move Object +15, See Force +11, Telepathy +7.

Feats: Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (Lightsaber), Martial Arts, Mobility, Spring Attack, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons), Whirlwind Attack.

Force Feats: Alter, Burst of Speed, Control, Force Whirlwind, Form VII Mastery ^{HG}, Knight Defense, Lightsaber Defense, Sense.

Bail Organa

A friend of the Jedi and servant of democracy, Bail Organa had grown increasingly concerned over the Chancellor's ever-increasing executive powers, and he was quick to provide assistance to



Yoda and Obi-Wan Kenobi when they were betrayed by their clone troopers. After he and his wife, Brea, adopted Padmé's daughter Leia, Bail Organa would play a pivotal role in the creation of the Rebel Alliance.

Bail Organa: Male Human noble 9; Init +0 (+0 Dex); Defense 15 (+0 Dex, +5 class); Spd 10 m; VP/WP 66/14; Atk +6/+1 melee (1d3, unarmed) or +6/+1 ranged (3d4 or DC 12 stun, sporting blaster); SQ coordinate +2, favor +5, inspire confidence, bonus class skill (Bluff), resource access; SV Fort +5, Ref +4, Will +7; SZ M; FP 2; Rep +8; Str 10, Dex 11, Con 14, Int 15, Wis 13, Cha 17.

Equipment: Sporting blaster, comlink, Senate identity tag, personal airspeeder, Corellian corvette (*Tantive IV*).

Skills: Appraise +5, Bluff +14, Computer Use +10, Diplomacy +20, Gather Information +11, Knowledge (Alderaan) +13, Knowledge (bureaucracy) +12, Knowledge (Coruscant) +10, Knowledge (Jedi lore) +4, Knowledge (politics) +16, Pilot +6, Read/Write Basic, Sense Motive +13, Speak Basic, Speak Gran, Speak Mon Calamarian.

Feats: Fame, Influence, Persuasive, Sharp-eyed, Skill Emphasis (Diplomacy, Knowledge [Politics]), Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Captain Antilles

Captain of the *Tantive IV*, Raymus Antilles served both Bail Organa and his adopted daughter, Leia, as they fought against the Emperor's subjugation of the galaxy. His ship was home to R2-D2 and C-3PO off and on for the next 19 years until it was captured by Lord Vader's flagship, the *Devastator*, over Tatooine.



Captain Raymus Antilles: Adult Male Human Soldier 4/Noble 1/Officer 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+2 Dex, +5 class); Spd 10 m; VP/WP 58/14; Atk +4 melee (1d3, unarmed), +6 ranged (3d6 or DC 15, blaster pistol) or +4/+4 ranged (3d6 or DC 15 stun, blaster pistol with Rapid Shot) or +2/+2/+2 (3d6, blaster pistol with Rapid Shot and multiframe); SQ favor +1, leadership, bonus class skill (Bluff); SV Fort +7, Ref +5, Will +4; SZ M; FP 1; Rep +3; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 15.

Equipment: Blaster pistol, comlink.

Skills: Astrogate +10, Bluff +4, Computer Use +8, Diplomacy +9, Intimidate +9, Knowledge (Alderaan) +4, Knowledge (Tactics) +6, Pilot +11, Read/Write Basic, Repair +7, Sense Motive +7, Speak Basic, Speak Mon Calamarian.

Feats: Armor Proficiency (light), Improved Initiative, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Spacer, Starship Operation (capital ship), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tarfful

Long-time leader of the city, Tarfful assumed the role of commander when Kachirho came under siege by Separatist forces. An old friend of Yoda, Tarfful remained loyal to the diminutive Jedi Master after the clone troopers betrayed him, helping him to flee from Kashyyyk in a hidden escape pod.



Tarfful: Male Wookiee soldier 9; Init -1 (-1 Dex); Defense 16 (-1 Dex, +7 class); Spd 10 m; VP/WP 92/16; Atk +10/+5 melee* (3d4+9/18-20, punch) or +8/+3 ranged (3d12,

Kashyyyk long-gun); SQ extraordinary recuperation, Wookiee rage; SV Fort +9, Ref +2, Will +4; SZ M; FP 2; Rep +2; Str 20, Dex 8, Con 16, Int 10, Wis 12, Cha 12.

* Tarfful typically allocates 4 points to Power Attack (included in stat block).

Equipment: Kashyyyk long-gun.

Skills: Climb +10, Demolitions +6, Diplomacy +7, Intimidate +11, Jump +8, Knowledge (Kashyyyk) +6, Knowledge (tactics) +6, Read/Write Basic, Read/Write Shyriiwook, Speak Basic (understand only), Speak Shyriiwook.

Feats: Advanced Martial Arts, Armor Proficiency (light), Exotic Weapon Proficiency (long-gun, bowcaster), Improved Martial Arts, Martial Arts, Power Attack, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Wrruushi ^{HG}, Wrruushi Expertise ^{HG}, Wrruushi Mastery ^{HG}.

Chewbacca

Long before he became the co-pilot of the *Millennium Falcon*, Chewbacca fought in the defense of Kachirho and helped design and build the escape pods that were to be used should they be overrun by the Separatists. His pathfinding skills were critical in eluding the treacherous clone troopers and guiding Yoda to safety.



Chewbacca: Male Wookiee scout 4/tech specialist 1; Init +2 (+2 Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 58/19; Atk +5 ranged (3d10/19-20, bowcaster) or +7 melee (1d3+4, unarmed); SQ extraordinary recuperation, heart +1, trailblazing, uncanny dodge (Dex bonus to Defense), Wookiee rage; SV Fort +6, Ref +5, Will +3; SZ M; FP 2; Rep +1; Str 19, Dex 15, Con 19, Int 12, Wis 10, Cha 10.

Equipment: Bowcaster, bandolier.

Skills: Astrogate +5, Computer Use +4, Demolitions +6, Disable Device +5, Intimidate +5, Knowledge (Kashyyyk) +3, Knowledge (wilderness lore) +3, Listen +5, Move Silently +4, Pilot +9, Read/Write Basic, Read/Write Shyriiwook, Repair +10, Search +5, Speak Basic (understand only), Speak Huttese (understand only), Speak Shyriiwook, Spot +3, Survival +5.

Feats: Exotic Weapon Proficiency (bowcaster), Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons).



Chapter Two: Villains



Emperor Palpatine

Trained by Darth Plagueis, Palpatine was the culmination of a millennium of plotting by the Sith to have their revenge on the Jedi. He manipulated the Separatists and the Republic to fight a war that kept him in office, slowly gathering greater executive power. (These stats represent Palpatine as of his confrontation with Yoda, shortly after he assumed the title of "Emperor.")

Palpatine (Darth Sidious): Male Human noble 3/dark side marauder 3/Sith warrior ^{DSSB} 4/Sith lord ^{DSSB} 10; Init +1 (Dex); Speed 10 m; Defense 25 (+13 class, +2 Dex), 31 with Master Defense; VP/WP 173/15; Atk +22/+17/+12/+7 melee* (6d8+1/17–20, personalized lightsaber) or +21 ranged (variable, Force lightning); SQ block, bonus class skill (Intimidate), deflect (attack –2, defense +3), enemy bonus +1, exceptional minions, favor +2, inspire confidence, minions, resource access, Sith master; SV Fort +17, Ref +16, Will +16; SZ M; FP 9; DSP 24; Rep +10; Str 12, Dex 14, Con 15, Int 18, Wis 16, Cha 16. Challenge Code I.

Equipment: Lightsaber* (personalized ^{A&EG}, threat range 18–20).

* Palpatine has constructed his own lightsaber.

Skills: Bluff +13, Computer Use +7, Craft (lightsaber) +6, Diplomacy +16, Gather Information +12, Intimidate +13, Knowledge (Jedi lore) +10, Knowledge (Naboo) +6, Knowledge (Politics) +12, Knowledge (Sith lore) +12, Read/Write Basic, Read/Write Bothese, Read/Write Gran, Read/Write Mon Calamarian, Read/Write Rodese, Read/Write Ryl, Read/Write Sith, Sense Motive +10, Speak Basic, Speak Bothese, Speak Gran, Speak Mon Calamarian, Speak Rodese, Speak Ryl, Speak Sith, Tumble +3.

Force Skills: Affect Mind +11, Alchemy ^{DSSB} +10, Battlemind +13, Control Mind ^{DSSB} +11, Empathy +14, Enhance Ability +12, Farseeing +19, Fear +8, Force Defense +11, Force Grip +12, Force Lightning +16, Force Stealth +10, Force Strike +12, Heal Self +9, Move Object +17, See Force +12, Telepathy +10, Transfer Essence ^{DSSB} +12.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Heroic Surge, Improved Critical (Lightsaber), Power Attack, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons).

Force Feats: Alter, Control, Drain Force ^{DSSB}, Force Mastery, Force Mind, High Force Mastery, Improved Force Mind, Knight Defense, Lightsaber Defense, Master Defense, Rage, Sense, Sith Sorcery ^{DSSB}.

Sith Warrior Class Features: As a 4th-level Sith warrior, Palpatine gains the following class features.

Enemy Bonus—Palpatine receives a +1 bonus to attacks against a single Jedi opponent selected at the beginning of combat. He may not change the chosen enemy later in the same battle.

Sith Lord Class Features: See page 313 of the revised **Star Wars Roleplaying Game** book for details on Resource Access, Exceptional Minions, and Sith Master class features.

Anakin Skywalker

This one-time slave boy was the Chosen One, destined to bring balance to the Force in a way the Jedi had never foreseen. Palpatine used Anakin's fear of losing Padmé to lure him to the dark side of the Force, and as Darth Vader he exterminated the Jedi in the Temple on Coruscant as well as the Separatist Council in hiding on Mustafar. (These stats represent Anakin as of the assault on the Jedi Temple.)



Anakin Skywalker (Darth Vader): Male Human fringer 1/Jedi guardian 5/Jedi ace 2/Jedi weapon master ^{Pot} 3/Sith lord ^{DSSB} 2; Init +3 (Dex); Defense 25 (+12 class, +3 Dex), 29 with Knight Defense; Spd 10 m; VP/WP 102/13; Atk +15/+10/+5 melee* (5d8+3/18–20, lightsaber) or +14 ranged; SQ block, bonus class skill (Repair), Chosen One ^{GCG} (Force Point use as though three levels higher, Anakin gets Force-Sensitive feat free and ignores the "Force level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter), deflect (attack –2, defense +3), resource access, starfighter defense (+2), starship focus (+4), weapon

mastery (Devastating Strike 10/day); SV Fort +14, Ref +15, Will +10; SZ M; FP 8; DSP 13; Rep +5; Str 14, Dex 16, Con 13, Int 14, Wis 12, Cha 13. Challenge Code G.

Equipment: Lightsaber*.

* Anakin has constructed his own lightsaber.

Skills: Astrogate +4, Computer Use +5, Craft (droid) +5, Craft (lightsaber) +5, Craft (podracer) +3, Intimidate +9, Knowledge (Jedi lore) +4, Knowledge (Sith lore) +10, Knowledge (streetwise) +3, Knowledge (Tatooine) +6, Pilot +22, Read/Write Basic, Read/Write Huttese, Read/Write Sith, Repair +8, Speak Basic, Speak Huttese, Speak Sith, Spot +5, Survival +5, Tumble +9.

Force Skills: Affect Mind +5, Battlemind +11, Enhance Ability +7, Farseeing +5, Fear +9, Force Defense +8, Force Grip +10, Force Strike +8, Move Object +8, See Force +5.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Improved Critical (lightsaber), Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber).

Force Feats: Alter, Burst of Speed, Control, Lightsaber Defense, Knight Defense, Mettle, Rage, Sense.

Jedi Weapon Master Class Features: As a 3rd-level Jedi weapon master, Anakin gains the following class features.

Weapon Mastery (Devastating Strike, 10/day)—As a full-round action that provokes an attack of opportunity, Anakin can make an attack with an increased chance of scoring a critical hit. The threat range of his lightsaber is doubled to 15–20 when using devastating strike.

General Grievous

Once a warlord in a war between the Kaleesh and Huk species, Grievous was rebuilt by the Commerce Guild after a shuttle crash. He has been trained in lightsaber techniques by Count Dooku, and he takes pride in collecting lightsabers from the Jedi he defeats. He was first encountered by the Jedi in the disastrous battle on Hypori, shortly after the start of the Clone Wars.

General Grievous: Male Kaleesh (cyborg hybrid) soldier 9/officer 5; Init +4 (Dex); Defense 21 (+10 class, +1 Dex); DR 7; Spd 14 m, climb 14 m; VP/WP 101/11; Atk +15/+10/+5 melee* (2d8+15/18–20, lightsaber) or +11/+6/+1 melee* (2d8+15/18–20, lightsaber) and +11 melee* (2d8+12/18–20, lightsaber) or +11/+6/+1 melee* (2d8+12, lightsaber) and +11/+11/+11 melee* (2d8+9/18–20, three lightsabers) or +12/+7/+2 melee* (1d6+6, claw) or +16/+11/+6 ranged (3d8+3/19–20, customized BlasTech DT-57); SQ cyborg hybrid, leadership, requisition supplies, tactics; SV Fort +9, Ref +10, Will +6; SZ M; FP 3; DSP 11; Rep +5; Str 22, Dex 19, Con 11, Int 15, Wis 10, Cha 14. Challenge Code G.

* General Grievous typically uses four points of Power Attack, applying a –4 to his attack rolls and a +4 to his damage rolls. These modifiers are included in the stat block above.

Equipment: Four lightsabers, BlasTech DT-57 “Annihilator” (customized ^{A&EG}, threat range 19–20), heavy droid armor (customized ^{A&EG}, Max Dex Bonus +1, Armor Check Penalty –6), cybernetic eyes (IR sensor) cyborg hybrid (Str 22, Dex 19, Speed 14 m), climbing claws, droid appendages (six claws)**, environmental compensator (vacuum), extra limbs ^{UAd}, adjoining limbs, magnetic feet, jump servos, grappling spike launcher.

** All six of Grievous’s appendages have opposable digits and may be used as limbs. However, Grievous cannot use more than four limbs to attack at any one time.

Skills: Climb +13, Computer Use +8, Diplomacy +8, Hide +3, Intimidate +20, Jump +13, Knowledge (tactics) +20, Move Silently +3, Pilot +10, Tumble +7.

Feats: Armor Proficiency (light, medium, heavy), Combat Expertise, Exotic Weapon Proficiency (lightsaber), Frightful Presence, Improved Critical (lightsaber), Multidexterity, Multiweapon Fighting, Off-Hand Parry ^{HG}, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Specialization (lightsaber) ^{HG}.



Chapter Three: Equipment and Droids

New Droids

Bodyguard Droid

Classification: Medium-size fourth-degree bodyguard droid

Cost: 29,000

Availability: Illegal, specialized

Era: Rise of the Empire

Holowan Mechanicals built the IG-series 100 MagnaGuard to General Grievous's specifications, and he personally trained them in fighting Jedi. The following stats represent a typical MagnaGuard, but more experienced droids do exist.



IG-series 100 MagnaGuard: Walking bodyguard droid, scout 1/soldier 4/loyal protector ^{HG} 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 class, +2 Dex); DR 3; Spd 10 m; VP/WP 59/15; Atk +9/+4 melee (2d6+3, electrostaff) or +7/+2 melee (2d6+2, electrostaff) and +7 melee (2d6+1, electrostaff) or +8 ranged; SQ decoy, harm's way, shielding strike +1; SV Fort +9, Ref +7, Will +5; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +2; Str 15, Dex 15, Con 15, Int 13, Wis 12, Cha 8. Challenge Code D.

Equipment: Electrostaff, grappling claw, heuristic processor, light armor, locked access, magnetic feet, secondary battery, sensors (improved sensor package, infrared vision), vocabulator.

Skills: Balance +5, Climb +3, Disguise +5, Intimidate +7, Jump +16, Knowledge (streetwise) +5, Listen +7, Search +3, Sense Motive +5, Spot +7, Survival +3, Tumble +4.

Feats: Ambidexterity, Combat Expertise, Combat Reflexes, Heroic Surge, Improved Initiative, Track, Two-Weapon Fighting, Weapon Focus (electrostaff).

Loyal Protector class features: As 3rd-level loyal protectors, MagnaGuards receive the following class features.

Decoy—MagnaGuards receive a +5 bonus to Disguise checks to act as a decoy for their charge.

Harm's way—MagnaGuards may designate an ally at the beginning of combat; once per round, the droid may take damage instead of this ally when he is hit by a ranged or melee attack.

Shielding strike—When adjacent to a designated ally (see harm's way) who is attacked in melee, the MagnaGuard may make an attack of opportunity with a +1 bonus against the ally's attacker.

Buzz Droid

Classification: Diminutive second-degree sabotage droid

Cost: Not available for individual sale

Availability: Prevalent, military (see Buzz-Droid Missile)

Era: Rise of the Empire

Once deployed on a target starship, buzz droids go work disabling the craft. They normally do this either by using plasma cutting torches to inflict damage to the hull, using their drill head and extendable computer probe to invade the ship's computer system (the drill head requires 1 round per 5 points of DR to reach a suitable computer access point), or by making Disable Device checks to sabotage key ship systems (see Chapter Five: New Rules). Its tools are designed solely for sabotage, adding a +2 equipment bonus to Disable Device and Computer Use checks against starships (included in the stat block below). When multiple buzz droids land on a target, they typically cooperate (see page 73 of the *Star Wars Roleplaying Game* revised rulebook) to gain a bonus to their Disable Device or Computer Use attempts. Finally, if they are unable to disable any systems through normal means, buzz droids can use their self-destruct system to damage the target (possibly multiplying the damage by making a Demolitions check).



BUZZ-DROID MISSILE

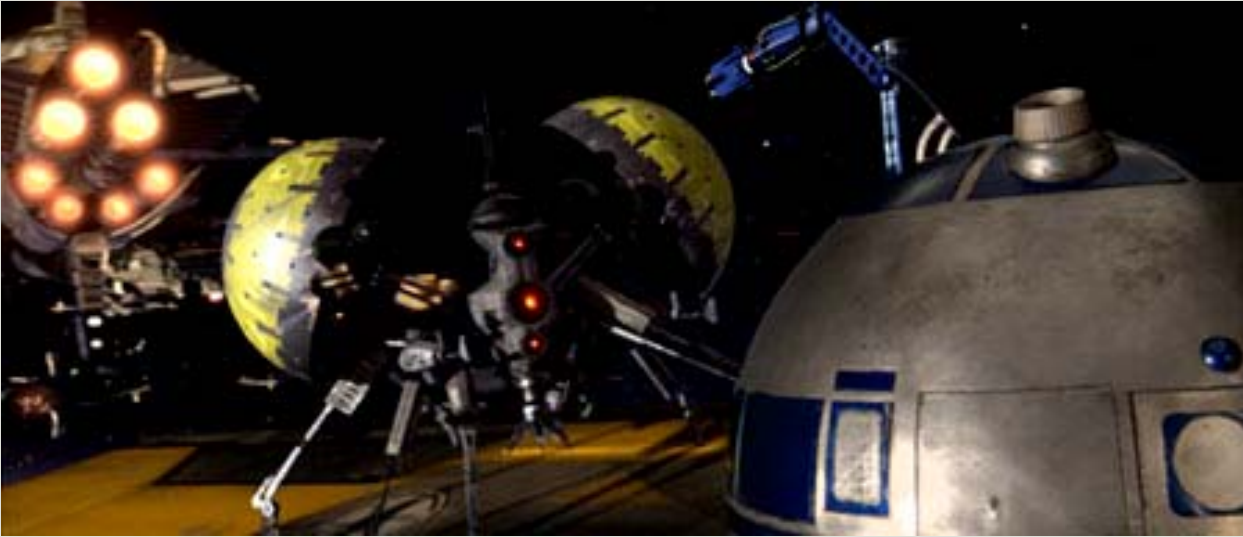
BUZZ-DROID MISSILE

Cost: 2,000

Availability: Prevalent, military

Era: Rise of the Empire

Buzz-droid missiles are intended to disable, not destroy, their targets. They have been so effective on Tri-fighters that some Vulture droid starfighters have been refitted to carry them. If a buzz-droid missile hit, it inflicts no damage; however, one buzz droid lands on the target. For every 3 points by which the attack roll exceeds the target's Defense, an additional buzz droid lands on the target, to a maximum of five buzz droids.



Buzz Droid: Walking sabotage droid, Expert 1; Init +7 (Dex); Defense 21 (+4 size, +7 Dex); Spd 2 m; VP/WP -2; Atk +7 ranged (2d4, plasma cutting torch*) or +1/+1 ranged (2d4, plasma cutting torch*); SV Fort +0, Ref +7, Will +2; SZ D; Face/Reach 0.5 m by 0.5 m/0 m; Rep +0; Str 2 (12), Dex 24 (18), Con 10 (12), Int 16, Wis 10, Cha 6. Challenge Code A.

* Plasma cutting torches have a maximum range of 2 meters. Taking a full-round action to attack a stationary target (such as a starship on which the droid is standing or a helpless character) allows the plasma cutting torch to ignore the first 10 points of the target's damage reduction.

Equipment: Drill head, extendable computer probe, plasma cutting torch (x2), circular saw, prying hook, pincer, puncture/cutting tool, magnetic feet, sensors (improved sensor package, infrared vision), self-destruct system, comlink, environmental compensator (vacuum), tool mount (x8).

Skills: Computer Use +11, Disable Device +14, Repair +9, Knowledge (technology) +7, Knowledge (engineering) +7, Search +7, Spot +4, Listen +4, Demolitions +9. Unspent Skill Points: None.**

Feats: Ambidexterity, Cautious, Gearhead, Skill Emphasis (Disable Device).

** Unlike most droids, buzz droids typically have a very short life span and are not designed to be reprogrammed for other purposes. They have no unspent skill points and their skills are listed including all modifiers from ability scores, feats, and equipment.

New Weapons

BlastTech DT-57 "Annihilator"

Weapon Type: Heavy blaster
Proficiency Group: Blaster pistols
Cost: 850
Damage: 3d8+3
Critical: 20
Range Increment: 8 m
Weight: 1.8 kg
Fort DC: 18
Type: Energy
Multifire/Autofire: M

Size: Medium-size
Hardness: 5
WP: 5
Break DC: 17
Availability: Common, restricted
Era: Rise of the Empire, Rebellion

A "superheavy" blaster pistol like the Caliban Model X and the BlasTech T-6 "Thunderer," the DT-57 "Annihilator" packs a heavy punch without loss of range. Obi-Wan Kenobi used a DT-57 to defeat General Grievous on Utapau.

Electrostaff

Weapon Type: Melee weapon
Proficiency Group: Vibro weapons
Cost: 5,750
Damage: 2d6/2d6
Critical: 20
Weight: 1.8 kg
Type: Bludgeoning
Fort DC: —
Size: Large
Hardness: 10
WP: 10
Break DC: 20
Availability: Specialized
Era: Rise of the Empire, Rebellion



This staff is made of a costly phrik alloy that retains its DR against lightsabers, allowing it to be quite effective against Jedi. Each end of the electrostaff mounts an electromagnetic pulse generator that discharges upon impact, allowing it to inflict damaging blunt-force wounds.



Kashyyyk Long-Gun

Weapon Type: Long-gun

Proficiency Group: Exotic (long-gun)

Cost: 2,000

Damage: 3d12

Critical: 20

Range Increment: 10 m

Weight: 8 kg

Fort DC: —

Type: Energy

Multifire/Autofire: —

Size: Large

Hardness: 5

WP: 10

Break DC: 20

Availability: Specialized, restricted

Era: Rise of the Empire, Rebellion

Special: This weapon fires 10 shots before meeting to be reloaded. It uses a 10-shot clip of ammunition (cost 150).

This weapon, devastating in stopping power, is used almost exclusively by the Wookiees of Kashyyyk. Its bronzium alloy barrel lacks sights or a scope, limiting it to relatively short-range fighting, much like a bowcaster. Because of the weapon's size, weight, and powerful recoil, you must have a Strength of 15 or greater to gain the Exotic Weapon Proficiency (long-gun) feat.

New Droid Equipment

Adjoining Limbs

Cost: 2,000 per pair of limbs

Weight: 1 kg.

Only added to droids with four or more limbs, adjoining limbs can be linked to combine their strength, allowing a weapon to be wielded as if it were being held in two hands. One pair gets to add Str bonus x 1.5 to damage, but the other only adds Str bonus x 1 to damage because the droid cannot put its entire weight behind both attacks. Note, however, that extra limbs ^{UAd} only allows a maximum of four limbs to be used simultaneously in combat, so only two weapons can be wielded in this manner.

Linking or unlinking adjoining limbs is a move action; doing so immediately before making a check to feint in combat (see Bluff skill) grants a +4 bonus to your Bluff check unless your opponent knows you have adjoining limbs.

Climbing Claws

Cost: 2,000

Weight: 5 kg.

Climbing claws grant the droid a climb speed equal to its normal speed. The droid also gains a +8 equipment bonus to

all Climb checks and can take 10 on Climb checks regardless of distractions.

Grappling Claw

Cost: 200

Weight: 0.5 kg.

This allows one claw appendage to function as a reusable grappling spike launcher with a maximum range of 10 meters. This also allows the droid to make a ranged touch attack to initiate a grapple against a nonadjacent opponent, but the droid must still move into the opponent's square to continue the grapple.

Jump Servos

Cost: 2,500

Weight: 4 kg.

Jump servos give the droid a +8 equipment bonus to all Jump checks. Furthermore, the droid can ignore its normal maximum jump distance.

New Cybernetics ^{HG}

Cyborg Hybrid

The most extensive cybernetic replacement yet devised, the experimental cyborg hybrid surgery converts the subject into something that is quite literally "more machine than man."

Effect: The subject's vital organs and central nervous system are transplanted into what is essentially a droid body. This process weakens the subject's health, permanently lowering his Con by 4 points. His Strength, Dexterity, and Speed are all replaced by that of the cyborg hybrid. Furthermore, the subject can mount and use the following droid equipment: adjoining limbs, armor, automatic grip ^{UAd}, climbing claws, comlink, digging claws ^{UAd}, electroshock probe, environmental compensator, extra limb ^{UAd}, fire extinguisher, flamethrower, grappling claw, interchangeable tool/weapon mount ^{UAd}, jump servos, magnetic feet, recording unit, stabilized weapon mount ^{UAd}, tool mount, weapon mount, welding laser/cutting torch. Cyborg hybrid counts as four cybernetic enhancements for purposes of determining the effect of a Force point.

Install DC: 15 + 1/2 (Str + Dex + Speed).

Common Side Effect: Transplant complications. The stress of having his vital organs removed and placed into the droidlike hybrid body has permanently damaged the subject's living components. His Constitution score is lowered by 8 points instead of by 4, and this can result in the subject's death.

DR/Wounds: 3/15 (central body), 1/12 (arms), 1/15 (legs)

Price: 50,000 plus 100 × (Str² + Dex² + Speed²) credits (surgery: 100,000 plus 1,000 × Install DC credits)

Chapter Four: Starships and Vehicles

Capital Ships

Venator-class Star Destroyer

In addition to forming the backbone of Loyalist defenses during the Battle of Coruscant, these attack cruisers are also frequently deployed on missions to distant worlds, acting as flagships for Jedi generals. Their enormous dorsal hangar bays normally hold 192 V-wing fighters, 192 Eta-2 *Actis* interceptors, 36 ARC-170 fighters, 40 LAAT/I gunships, and 24 heavy walkers of various makes as well as numerous smaller shuttles and support craft.



Kuat Drive Yards Venator-class Star Destroyer

Class: Capital ship
Crew: 7,400 (Skilled +4)
Size: Colossal (1,137 meters long)
Initiative: -8 (-8 size)
Hyperdrive: x1 (backup x15)
Maneuver: -4 (-8 size, +4 crew)
Passengers: 2,000 (troops)
Defense: 12 (-8 size, +10 armor)
Cargo Capacity: 20,000 tons
Shield Points: 330 (DR 60)
Consumables: 2 years
Hull Points: 530 (DR 60)
Cost: Not available for sale (likely valued at 59 million credits)
Maximum Speed in Space: Attack (7 squares/action)
Atmospheric Speed: 975 km/h (16 squares/action)
Weapon: Heavy turbolasers (8 fire-linked pairs); **Fire Arc:** 1 battery front/left (partial turret), 1 battery front/right (partial turret); **Attack Bonus:** +3 (-8 size, +2 crew, +6 fire control, +3 battery fire); **Damage:** 8d10x5; **Maximum Range:** Long.
Weapon: Medium dual turbolasers (2); **Fire Arc:** 1 front/left (partial turret), 1 front/right (partial turret); **Attack Bonus:** +4 (-8 size, +2 crew, +10 fire control) or +0/+0 (multifire); **Damage:** 6d10x5; **Maximum Range:** Long.
Weapon: Point-defense laser cannons (26 fire-linked pairs, point defense); **Fire Arc:** 12 front, 6 left, 6 right, 2 rear; **Attack Bonus:** +8 (+0 size, +2 crew, +6 fire control); **Damage:** 3d10x2; **Maximum Range:** Point-Blank.

Weapon: Tractor beam projectors (6); **Fire Arc:** 4 front, 1 left, 1 right; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** Special; **Maximum Range:** Short.

Weapon: Proton torpedo tubes (4, 16 torpedoes each); **Fire Arc:** Front; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

Grievous's Flagship, *Invisible Hand* (Trade Federation Cruiser)

Spearheading the attack during the Battle of Coruscant, the *Invisible Hand* is where Grievous and Dooku kept the captive Palpatine. Before its destruction, Grievous cleverly confused Republic efforts to track it by frequently switching patrols with her sister ship, *Lucid Voice*. The *Invisible Hand* carries 120 Tri-fighters, 120 "Vulture" droid starfighters, 160 MTTs, and 280 assorted droid armored vehicles.



Modified Free Dac Volunteers/Pamphant Docks *Providence-class* carrier/destroyer

Class: Capital
Crew: 600 (Skilled +4)
Size: Colossal (1,088 meters long)
Initiative: -8 (-8 size)
Hyperdrive: x1.5 (backup x15)
Maneuver: -4 (-8 size, +4 crew)
Passengers: 1.5 million (battle droids*)
Defense: 12 (-8 size, +10 armor)
Cargo Capacity: 50,000 tons
Shield Points: 360 (DR 60)
Consumables: 4 years
Hull Points: 600 (DR 60)
Cost: Not available for sale (likely valued at 125 million credits)
Maximum Speed in Space: Attack (7 squares/action)
Atmospheric Speed: 1050 km/h (18 squares/action)
* Deactivated (no more than 6,000 can be activated on-board at once).
Weapon: Quad turbolasers (14); **Fire Arc:** 4 front, 5 left, 5 right; **Attack Bonus:** +2 (-8 size, +2 crew, +8 fire control); **Damage:** 6d10x5; **Maximum Range:** Long.
Weapon: Dual laser cannons (34, point-defense); **Fire Arc:** 6 batteries turret, 2 batteries front, 4 batteries left, 4 batteries right, 1 battery rear; **Attack Bonus:** +11 (+0 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** 5d10x2; **Maximum Range:** Point-Blank.



Weapon: Heavy ion cannons (2 fire-linked); **Fire Arc:** Front;
Attack Bonus: +2 (-8 size, +2 crew, +8 fire control);
Damage: 9d10×2 (special); **Maximum Range:** Long.

Weapon: Point-defense ion cannons (12, point-defense);
Fire Arc: 2 batteries left, 2 batteries right; **Attack Bonus:** +12 (+0 size, +2 crew, +8 fire control, +2 battery fire); **Damage:** 3d10×2 (special); **Maximum Range:** Point-Blank.

Weapon: Tractor beam projectors (8); **Fire Arc:** 4 left, 4 right; **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control); **Damage:** Special; **Maximum Range:** Short.

Weapon: Proton torpedo tubes (102, 16 torpedoes each);
Fire Arc: Turret; **Damage:** 9d10×2; **Missile Quality:** Ordinary (+10).

Commerce Guild Support Ship

Recusant-class light destroyers can be deployed individually (for commerce raiding) or in squadrons of four to six to handle heavier combat warships such as the *Venator*-class star destroyer. Although they have no hangar facilities, "Vulture" droid starfighters can find temporary shelter in its mostly-hollow superstructure. However, this hollow hull can be vulnerable to serious damage should the ship's shields fail.



Hoersch-Kessel Drive/Free Dac Volunteers *Recusant*-class Light Destroyer

Class: Capital

Crew: 300 (Skilled +4)

Size: Colossal (1,187 meters long)

Initiative: -8 (-8 size)

Hyperdrive: ×2 (backup ×12)

Maneuver: -4 (-8 size, +4 crew)

Passengers: 40,000 (battle droids*)

Defense: 12 (-8 size, +10 armor)

Cargo Capacity: 10,000 tons

Shield Points: 300 (DR 60)

Consumables: 2 years

Hull Points: 430 (DR 60)

Cost: Not available for sale (likely valued at 61 million credits)

Maximum Speed in Space: Attack (7 squares/action)

Atmospheric Speed: N/A

* Deactivated (no more than 3,000 can be activated on-board at once).

Weapon: Prow heavy turbolaser cannon; **Fire Arc:** Front;
Attack Bonus: +2 (-8 size, +2 crew, +8 fire control);
Damage: 10d10×5; **Maximum Range:** Long.

Weapon: Heavy turbolaser cannons (10); **Fire Arc:** 6 turret, 2 front, 2 rear; **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control); **Damage:** 7d10×5; **Maximum Range:** Long.

Weapon: Turbolaser cannons (5); **Fire Arc:** 2 left, 2 right, 1 rear; **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control); **Damage:** 2d10×5; **Maximum Range:** Long.

Weapon: Dual laser cannons (30, point defense); **Fire Arc:** 1 battery front, 2 batteries left, 2 batteries right, 1 battery rear; **Attack Bonus:** +10 (+0 size, +2 crew, +4 fire control, +4 battery fire); **Damage:** 5d10×2; **Maximum Range:** Point-Blank.

Weapon: Dual light laser cannons (12, point defense); **Fire Arc:** 1 battery front, 1 battery left, 1 battery right; **Attack Bonus:** +11 (+0 size, +2 crew, +6 fire control, +3 battery fire); **Damage:** 4d10×2; **Maximum Range:** Point-Blank.

Weapon: Point-defense laser cannons (60, point defense); **Fire Arc:** 3 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear; **Attack Bonus:** +14 (+0 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 2d10×2; **Maximum Range:** Point-Blank.

Banking Clan Communications Frigate

The *Munificent*-class star frigate is a combat communications ships carrying dedicated Banking Clan hyperwave transceivers, functioning as a parallel (and secure) HoloNet for the Separatists. Their powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on Computer Use checks to operate sensors or communications (-6 for starfighters, -4 for space transports, -2 for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate (although fire control can't be reduced to less than +0). The jammer is selective enough not to affect friendly ships, but it isn't powerful enough to affect space stations.



Hoersch-Kessel Drive/Gwori Revolutionary Industries *Munificent*-class Star Frigate

Class: Capital ship

Crew: 200 (Skilled +4)

Size: Gargantuan (825 meters long)

Initiative: -4 (-4 size)

Hyperdrive: ×1 (backup ×10)

Maneuver: +0 (-4 size, +4 crew)

Passengers: 150,000 (battle droids*)

Defense: 16 (-4 size, +10 armor)

Cargo Capacity: 40,000 tons

Shield Points: 330 (DR 50)

Consumables: 2 years

Hull Points: 360 (DR 50)

Cost: Not available for sale (likely valued at 57 million credits)

Maximum Speed in Space: Attack (6 squares/action)

Atmospheric Speed: N/A

* Deactivated (no more than 2,000 can be activated on-board at once).

Weapon: Heavy turbolaser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control); **Damage:** 11d10×5; **Maximum Range:** Long.

Weapon: Heavy ion cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (-4 size, +2 crew, +6 fire control); **Damage:** 9d10×2 (special); **Maximum Range:** Long.

Weapon: Twin turbolaser cannons (26); **Fire Arc:** 5 batteries left, 5 batteries right, 3 batteries rear; **Attack Bonus:** +7 (-4 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** 4d10×5; **Maximum Range:** Long.

Weapon: Light turbolasers (20); **Fire Arc:** 2 batteries front/left (partial turret), 2 batteries front/right (partial turret); **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 2d10×5; **Maximum Range:** Long.

Weapon: Point-defense laser cannons (38, point-defense); **Fire Arc:** 4 batteries front, 5 batteries left, 5 batteries right, 5 batteries rear; **Attack Bonus:** +11 (+0 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** 2d10×2; **Maximum Range:** Point-Blank.

Weapon: Hyperwave jammer; **Fire Arc:** All; **Attack Bonus:** n/a; **Damage:** Special; **Maximum Range:** Long.

Starfighters and Shuttles

ARC-170 Fighter

These rugged and durable attack fighters are able to undertake independent raids as well as massed assaults on capital ships. They are usually escorted into battle by V-wing fighters or Eta-2 interceptors, but their powerful shields, robust armor, and tail gunner give them good odds even when surrounded by enemy droid fighters.



Incom/Subpro ARC-170 (Aggressive Reconnaissance) Starfighter

Class: Starfighter

Crew: 3 plus 1 astromech (Skilled +4)

Size: Tiny (14.5 meters long)

Initiative: +3 (+2 size, +1 crew)

Hyperdrive: ×1.5

Maneuver: +6 (+2 size, +4 crew)

Passengers: None

Defense: 22 (+2 size, +10 armor)

Cargo Capacity: 110 kg

Shield Points: 50 (DR 10)

Consumables: 5 days

Hull Points: 150 (DR 10)

Cost: 155,000 (new), 70,000 (used)

Maximum Speed in Space: Attack (7 squares/action)

Atmospheric Speed: 1,050 km/h (18 squares/action)

Weapon: Medium laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 6d10×2; **Maximum Range:** Short.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Rear; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Maximum Range:** Short.

Weapon: Proton torpedo launcher (6 torpedoes); **Fire Arc:** Front; **Damage:** 9d10×2; Missile Quality: Ordinary (+10).

Jedi Interceptor

This new model of Jedi interceptor is incredibly fast and unbelievably agile, its power output so high that it must open its radiator panel "wings" when engaged in battle. In fact, the Eta-2 was designed without shields mostly to help solve these overheating problems. Fortunately, Jedi pilots are usually skilled enough to avoid being hit in the first place. It has no internal hyperdrive, but like the Delta-7 *Aethersprite*, it can use a hyperdrive booster ring to travel between star systems. (See page 229 of the *Star Wars Roleplaying Game* revised rulebook for rules on docking/undocking with the booster ring.)



Kuat Systems Engineering Eta-2 *Actis* Interceptor

Class: Starfighter

Crew: 1 plus 1 astromech (Skilled +4)

Size: Diminutive (5.47 meters long)

Initiative: +5 (+4 size, +1 crew)

Hyperdrive: ×1 (with booster ring)

Maneuver: +12 (+4 size, +4 crew, +4 engine)

Passengers: None

Defense: 24 (+4 size, +10 armor)

Cargo Capacity: 60 kg

Shield Points: None

Consumables: 2 days

Hull Points: 70 (DR 10)

Cost: Not available for sale (likely valued at 140,000 credits)

Maximum Speed in Space: Ramming (14 squares/action), +4 engine quality

Atmospheric Speed: 1500 km/h (25 squares/action)

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +2 crew, +4 fire control, +4 engine); **Damage:** 5d10×2; **Maximum Range:** Short.

Weapon: Light ion cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +2 crew, +4 fire control, +4 engine); **Damage:** 4d10×2 (special); **Maximum Range:** Short.

V-wing Fighter

One of the newer fighters used by the Republic (and then the Empire), these craft are almost as fast and agile as the Eta-2 interceptor, and they feature similar deployable radiator panels to prevent overheating during combat. Unlike the Eta-2, the V-wing features shields, but its paired twin laser cannons provide a somewhat weaker offensive punch.



Kuat Systems Engineering Alpha-3 Nimbus-class "V-wing" Starfighter

Class: Starfighter
Crew: 1 plus 1 astromech (Skilled +4)
Size: Diminutive (7.9 meters long)
Initiative: +5 (+4 size, +1 crew)
Hyperdrive: None
Maneuver: +11 (+4 size, +4 crew, +3 engine)
Passengers: None
Defense: 24 (+4 size, +10 armor)
Cargo Capacity: 60 kg
Shield Points: 30 (DR 10)
Consumables: 15 hours
Hull Points: 60 (DR 10)
Cost: 102,500 (new), 45,000 (used)
Maximum Speed in Space: Ramming (13 squares/action), +3 engine quality
Atmospheric Speed: 1450 km/h (24 squares/action)
Weapon: Twin laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +13 (+4 size, +2 crew, +4 fire control, +3 engine); **Damage:** 3d10×2; **Maximum Range:** Short.

Tri-fighter

Featuring a more advanced droid brain than the "Vulture" droid starfighters (*Star Wars Roleplaying Game* revised rulebook, page 229), these are among the newest fighters in the Separatist fleet. Their weapons can be fired at the same or separate targets, giving them the ability to capitalize on a target-rich environment.



Colla Designs/Phlac-Arphocc Automata Industries Tri-Fighter

Class: Starfighter
Crew: n/a (Skilled +4)
Size: Diminutive (5.4 meters long)
Initiative: +5 (+4 size, +1 crew)
Hyperdrive: None
Maneuver: +8 (+4 size, +4 crew)
Passengers: None
Defense: 24 (+4 size, +10 armor)
Cargo Capacity: None
Shield Points: None
Consumables: None
Hull Points: 120 (DR 10)
Cost: 20,000 credits (new), 8,000 (used)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 1,050 km/h (18 squares/action)
Weapon: Medium laser cannon; **Fire Arc:** Front; **Attack Bonus:** +10 (+4 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Maximum Range:** Short.
Weapon: Light laser cannons (3 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10 (+4 size, +2 crew, +4 fire control); **Damage:** 4d10×2; **Maximum Range:** Short.
Weapon: Buzz droid missiles (2–6 carried); **Fire Arc:** Front; **Damage:** Special; **Missile Quality:** Ordinary (+10).

Palpatine's Shuttle (Republic Shuttle)

The *Theta*-class shuttle has many of the same features that will be seen on the later *Lambda*-class shuttle: decent armament, folding wings, good cargo and passenger capacity, and respectable armor and shields. It has automated weapons systems, allowing a single pilot to operate the vehicle without any gunners.



However, it is meant to be operated by a crew of five, causing a –1 penalty to Pilot checks for each crew member less than that.

Palpatine's personal shuttle has been modified to carry sensor masks that make the interior appear empty to conventional scans (add +10 to DC of any attempt to scan interior of shuttle). It also features an FX-series medical droid and emergency medical equipment.

Cygnus Spaceworks Theta-class T-2c Personnel Transport

Class: Starfighter
Crew: 1 to 5 (Skilled +4)
Size: Tiny (18.5 meters long)
Initiative: +3 (+2 size, +1 crew)
Hyperdrive: ×1 (backup ×15)

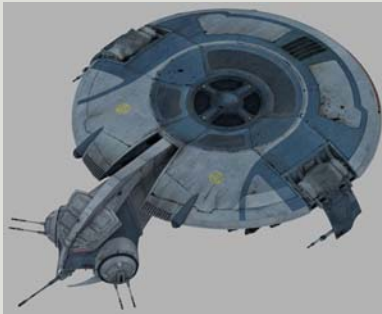
Maneuver: +6 (+2 size, +4 crew)
Passengers: 16
Defense: 22 (+2 size, +10 armor)
Cargo Capacity: 50 tons
Shield Points: 40 (DR 10)
Consumables: 2 months
Hull Points: 120 (DR 10)
Cost: Not available for sale (likely valued at 210,000 credits)
Maximum Speed in Space: Attack (5 squares/action)
Atmospheric Speed: 825 km/h (14 squares/action)
Weapon: Quadlaser cannons (2); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew*, +4 fire control); **Damage:** 6d10×2; **Maximum Range:** Short.
Weapon: Laser cannon; **Fire Arc:** Rear; **Attack Bonus:** +8 (+2 size, +2 crew*, +4 fire control); **Damage:** 4d10×2; **Maximum Range:** Short.

* Can be set to automated computer-controlled fire at +0 crew bonus.

Airspeeders

Droid Gunship

This droid-controlled missile platform is used to provide air support for Separatist ground forces. It features removable wingtips that can be changed to allow different equipment for specific mission profiles, including 2 fire-linked laser



cannons (shown below), two concussion bombs (Attack Bonus: -2 [+0 fire control], Damage: 8d10×2, Range Increment: 20 m [20 m burst radius]), two EMP bombs (Attack Bonus: -2 [+0 fire control], Damage: 5d10×2 [Special, ionization], Range Increment: 20 m [20 m burst radius]), and others. Some variants are designed to serve as troop transports as well.

Baktoid Fleet Ordnance HMP (Heavy Missile Platform)

Droid Gunship

Class: Airspeeder
Crew: n/a (Skilled +4)
Size: Gargantuan (12.3 meters long)
Initiative: -3 (-4 size, +1 crew)
Hyperdrive: None
Maneuver: +0 (-4 size, +4 crew)
Passengers: None
Defense: 16 (-4 size, +10 armor)
Cargo Capacity: None
Shield Points: 60 (DR 10)
Maximum Altitude: Suborbital
Hull Points: 100 (DR 10)
Cost: 60,000 credits (new), 30,000 credits (used)

Maximum Speed in Space: Cruising (3 squares/action)
Atmospheric Speed: 600 km/h (10 squares/action)
Weapon: Medium laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (-4 size, +2 crew, +6 fire control); **Damage:** 4d10; **Range Increment:** 200 m.
Weapon: Laser cannons (2 fire-linked pairs); **Fire Arc:** 1 front/left (partial turret), 1 front/right (partial turret); **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control); **Damage:** 4d10; **Range Increment:** 100 m.
Weapon: Light laser cannons (2 fire-linked)*; **Fire Arc:** Front; **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control); **Damage:** 3d10; **Range Increment:** 50 m.
Weapon: Missiles (14 carried); **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +2 crew, +2 fire control) or -4/-4 (multifire); **Damage:** 5d10; **Range Increment:** 150 m (8 m).

* Can be replaced with mission-specific ordnance.

Wookiee Catamaran

These speedy aquatic/aerial craft are not intended for combat, but during the siege of Kachirho the Wookiee defenders pressed them into service harassing the Separatist ranks. They typically armed each passenger with a Kashyyyk long-gun or blaster cannon, adding a small mount for the weapons to help stabilize them for firing. (This counts as "good support" for purposes of aiming; see page 133 of the *Hero's Guide*.)



Appazanna Engineering Works "Oevvaor" Jet Catamaran

Class: Airspeeder/Speeder (Aquatic)
Crew: 2 (Normal +2)
Size: Gargantuan (15.1 meters long)
Initiative: -4 (-4 size, +0 crew)
Passengers: 2
Maneuver: -2 (-4 size, +2 crew)
Cargo Capacity: 100 kg
Defense: 11* (-4 size, +5 armor)
Speed: 150 m (water)
Shield Points: None
Maximum Speed: 370 km/h (water)
Hull Points: 80 (DR 5)
Cost: 15,000 (new), 6,000 (used)
Maximum Altitude: Low (1,000 meters)
Atmospheric Speed: 420 km/h (7 squares/action)

* Provides one-half cover to crew and passengers.



Wookiee Ornithopter

This small fluttercraft was built primarily as a civil security patrol craft, weaving through the dangerous underbrush and lower levels of the Kashyyyk forests in search/rescue missions and perimeter scans for encroaching dangers. During the siege of Kachirho, it was pressed into military service by the Wookiee defenders.



Appazanna Engineering Works Raddaugh "Gnasp" Fluttercraft

Class: Airspeeder
Crew: 1 (Normal +2)
Size: Huge (7 meters long)
Initiative: -2 (-2 size, +0 crew)
Passengers: 1
Maneuver: +0 (-2 size, +2 crew)
Cargo Capacity: 20 kg
Defense: 10* (-2 size, +2 armor)
Speed: 540 km/h (9 squares/action)
Shield Points: None
Maximum Altitude: Low (1,000 meters)
Hull Points: 40 (DR 5)
Cost: 10,000 (new), 4,000 (used)
Atmospheric Speed: 540 km/h (9 squares/action)
** Provides one-quarter cover to crew and passengers.*
Weapon: Laser cannon; **Fire Arc:** Rear; **Attack Bonus:** +0 (-2 size, +0 crew, +2 fire control); **Damage:** 4d8; **Range Increment:** 40 m.

Vehicles

Juggernaut

The A6 is the largest in the Juggernaut Heavy Assault Vehicle line. Like the A5 (see page 84 of the *Arms & Equipment Guide*), the A6 Juggernaut can only move in a straight line at any speed over 25 km/h (10 meters/action) and it has a fully-capable command post at each end so it can reverse direction without having to turn around. Also like the A5, it features an observation tower that provides fire-control assistance to all weapons fire (see below).

Kuat Drive Yards HAVw A6 Juggernaut

Class: Wheeled [Ground]
Crew: 12 plus 8 gunners (Skilled +4)
Size: Colossal (49.4 meters long)
Initiative: -7 (-8 size, +1 crew)
Passengers: 50*
Maneuver: -4 (-8 size, +4 crew)
Cargo Capacity: 30 tons*
Defense: 12** (-8 size, +10 armor)
Speed: 66 m
Shield Points: None
Max Velocity: 160 km/h
Hull Points: 400 (DR 20)
Cost: Not available for sale (likely valued at 350,000 credits)
** For every ton of cargo sacrificed (down to a minimum of 5 tons), another 10 passengers may be carried.*
*** Provides full cover to crew and passengers.*
Weapon: Heavy laser cannon; **Fire Arc:** Turret; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control***); **Damage:** 5d10; **Range Increment:** 300 m.
Weapon: Rapid repeating heavy laser cannon; **Fire Arc:** Left/rear/right (partial turret); **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control***) or -4/-4 (multifire) or -6/-6/-6 (autofire); **Damage:** 5d10; **Range Increment:** 100 m.
Weapon: Medium anti-personnel laser cannons (2); **Fire Arc:** 1 left, 1 right; **Attack Bonus:** +0 (-8 size, +2



crew, +6 fire control***); **Damage:** 4d10; **Range Increment:** 150 m.

Weapon: Twin blaster cannons (2); **Fire Arc:** Front; **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control***); **Damage:** 3d10; **Range Increment:** 100 m.

Weapon: Rocket/grenade launcher (2, 21 rockets/grenades each); **Fire Arc:** Front; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control***); **Damage:** 5d10 (rocket) or 4d6+1 (grenade); **Range Increment:** 300 m (10 m) for rocket, 40 m (6 m) for grenade.

*** If there is no sentry in the observation tower, drop all the fire control bonuses by -2.

AT-AP



A giant descendant of the AT-PT (see page 81 of the *Arms & Equipment Guide*), this two-legged combat vehicle featured a third retractable leg used for stability while providing artillery support. Unfortunately, this leg can only be

extended while stationary; attempts to fire the projectile cannon without this stabilizing leg extended can have potentially disastrous results (see below). The stabilizing leg can be extended as a free action in any round in which the AT-AP does not move and retracted as a free action in any later round.

Kuat Drive Yards AT-AP (All-Terrain Attack Pod)

Class: Walker [Ground]

Crew: 2 or 3 (Skilled +4)

Size: Gargantuan (11 meters tall)

Initiative: -3 (-4 size, +1 crew)

Passengers: None

Maneuver: +0 (-4 size, +4 crew)

Cargo Capacity: 200 kg

Defense: 16* (-4 size, +10 armor)

Speed: 26 m

Shield Points: None

Max Velocity: 60 km/h

Hull Points: 240 (DR 15)

Cost: Not available for sale (likely valued at 150,000 credits [new])

* Provides full cover to driver and main gunner and one-half cover to top gunner.

Weapon: Heavy projectile launcher** (50 shells carried); **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +2 crew, +2 fire control); **Damage:** 6d10; **Range Increment:** 400 m (10 m).

Weapon: Heavy blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control***); **Damage:** 5d10; **Range Increment:** 300 m.

Weapon: Medium laser cannon; **Fire Arc:** Front/left/right (partial turret); **Attack Bonus:** +4 (-4 size, +2 crew,

+6 fire control); **Damage:** 3d10; **Range Increment:** 100 m.

** If fired in the same round the AT-AP moves, driver must make Pilot check to avoid hazard (DC 20) and double all speed penalties to gunner's attack roll.

*** If no gunner is in the top mount, the blaster cannon may be fired (front only) with +0 fire control.

AT-RT

The AT-RT is an armed, mobile platform for a single trooper performing recon or patrol missions. While faster than the AT-PT, it lacks that walker's protective armor, leaving its pilot exposed to enemy small arms fire.



Kuat Drive Yards AT-RT (All-Terrain Recon Transport)

Class: Walker [Ground]

Crew: 1 (Skilled +4)

Size: Large (3.2 meters tall)

Initiative: +0 (-1 size, +1 crew)

Passengers: None

Maneuver: +3 (-1 size, +4 crew)

Cargo Capacity: 10 kg

Defense: 14* (-1 size, +5 armor)

Speed: 30 m

Shield Points: None

Max Velocity: 70 km/h

Hull Points: 60 (DR 5)

Cost: 40,000 (new), 24,000 (used)

* Provides one-quarter cover to crew.

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 3d10; **Range Increment:** 100 m.

Swamp Speeder (Infantry Support Platform)

This highly maneuverable attack vehicle is designed to function equally well hovering over solid ground or water, making it ideal for infantry support in almost any environment. Its



anti-infantry twin blaster cannons can also be used against light armored targets and can even, with a good hit, damage a heavier tank.

Uulshos Manufacturing ISP (Infantry Support Platform)

Class: Speeder [Ground/Aquatic]

Crew: 2 (Skilled +4)

Size: Huge (5 meters long)

Initiative: -1 (-2 size, +1 crew)

Passengers: None

Maneuver: +2 (-2 size, +4 crew)

Cargo Capacity: 20 kg

Defense: 13* (-2 size, +5 armor)

Speed: 42 m

Shield Points: None

Max Velocity: 100 km/h

Hull Points: 80 (DR 5)

Cost: 16,000 (new), 10,000 (used)

** Provides one-half cover to crew.*

Weapon: Twin blaster cannons (2); **Fire Arc:** Front/left (partial turret), front/right (partial turret); **Attack Bonus:** +4 (-2 size, +2 crew, +4 fire control); **Damage:** 2d10; **Range Increment:** 100 m.

Grievous's Wheel Bike

This hybrid wheeled vehicle/walker is actually descended from the Banking Clan's Hailfire droids (see page 151 of *Ultimate Adversaries*), and the claws built into its wheel rim can inflict devastating damage when overrunning soft targets (+1 die of damage against droids, characters, and creatures during a ram attack). It also features four legs that enable it

to easily jump and climb over obstacles. In fact, it can spend its entire walker movement (up to 8 meters per round) on a controlled jump, reducing falling damage or bypassing hazards completely. Switching between wheeled and walker mode is a free action, but only one such switch may be made during a single round.

Grievous's wheel bike was modified to mount a double laser cannon instead of a passenger seat, and he also typically an electrostaff on board.

Z-Gomor Ternbuell Guppatt Corporation Tsmeu-6 Personal Wheel Bike

Class: Wheeled [Ground]/Walker [Ground]

Crew: 1 (Normal +2)

Size: Large (3.5 meters long)

Initiative: -1 (-1 size, +0 crew)

Passengers: None**

Maneuver: +1 (-1 size, +2 crew)

Cargo Capacity: 5 kg

Defense: 14* (-1 size, +5 armor)

Speed: 140 m (wheeled), 4 m (walker)

Hull Points: 20 (DR 5)

Max Velocity: 330 km/h (wheeled), 10 km/h (walker)

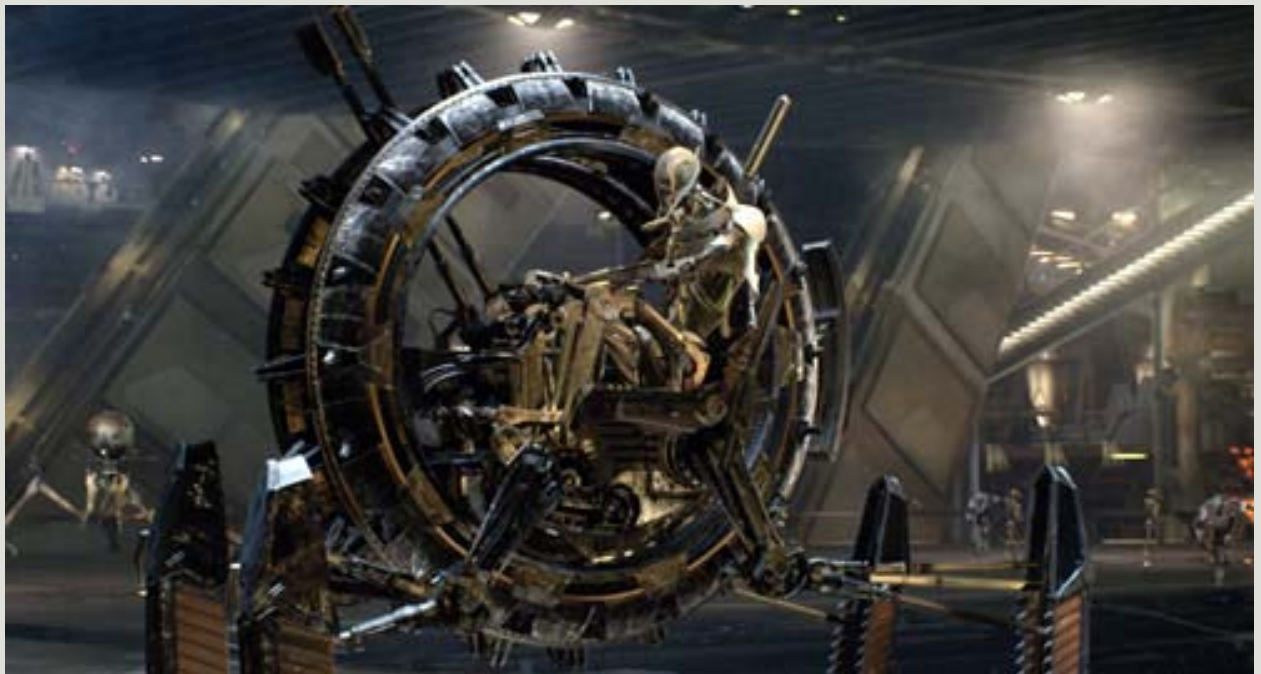
Cost: Not available for sale (civilian version: 15,000 credits [new])

** Provides one-quarter cover to crew.*

Weapon: Double blaster cannon**; **Fire Arc:** Front; **Attack Bonus:** +1 (-1 size, +0 crew, +2 fire control);

Damage: 5d8; **Range Increment:** 40 m.

*** Civilian version has room for one passenger instead of double blaster cannon.*



Chapter Five: New Rules

Classes

Force-Using Classes

Optional Rule—Force Aptitude: All Force-using classes have a natural aptitude with Force skills, even those that are untrained. This is represented by a Force bonus to all Force skills based on the character's class level and the natural Force affinity of the character's class(es):

Low (Force bonus = 1/3 class level, round down): Dark side marauder, Emperor's Hand ^{DSSB}, Findsman ^{UAA}, Force warrior ^{PotJ}, Jedi guardian, Jedi weapon master ^{PotJ}, Matukai adept ^{HG}, Seyugi dervish ^{CCW}, Sith warrior ^{DSSB}, Zeishon Sha warrior ^{HG}.

Medium (Force bonus = 1/2 class level, round down): Beastwarden ^{UAA}, Dark side devotee, Imperial Inquisitor ^{DSSB}, Jedi ace, Jedi consular, Jedi healer ^{PotJ}, Jedi investigator, mystic agent ^{UAA}, Sith acolyte ^{DSSB}.

High (Force bonus = 2/3 class level, round down): Baran Do sage ^{HG}, Dark Force witch ^{DSSB}, Force adept, Jedi instructor ^{PotJ}, Jedi master, Jedi scholar ^{PotJ}, Sith lord ^{DSSB}, telepath ^{UAA}.

Force bonuses from different classes are calculated independently, and they stack with one another (but not with any other Force bonus to the character's skills). For example, a Jedi guardian 10/Jedi master 10 would have a +9 Force bonus to all Force skills (10 x 1/3 rounds down to 3, 10 x 2/3 rounds down to 6, total +9).

All other rules regarding Force skills are the same (i.e. you can't use a "Trained Only" skill if you have 0 ranks in it, skill ranks are calculated normally for prestige class requirements, etc.).



NPC FORCE RATINGS

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If using the Force Aptitude optional rule, here are the Force Aptitude bonuses for characters shown in Chapters One and Two.

Anakin Skywalker	+6*
Mace Windu	+7
Obi-Wan Kenobi	+6
Palpatine	+8
Yoda	+11

* Anakin's Chosen One special quality grants a Force Aptitude bonus +2 higher than normal.

Optional Rule—The Deepest Commitment: In this variant, characters who rely primarily on the Force gain experience more slowly than those who must rely on more mundane means. If your total Force-user level is greater than half of your character level, you take a -20% penalty to all XP earned. (This option exists primarily to help balance Force-users when you use one or more of the "Force Aptitude," "My Ally is the Force," or "The Force is Strong in This One" rules described in this chapter.)

Block

Errata: Replace the Jedi consular's and Jedi guardian's Block ability with the following: "This is a modified version of deflect that allows the Jedi to deflect a ranged attack without the use of a lightsaber. If the Jedi does not have some sort of protective gear (such as an armored gauntlet), or an item that can withstand the ranged attack (such as an energy shield or suitably dense material), the Jedi must spend a Force Point to use this ability. (Force Points spent in this way do not add the usual bonus dice to d20 rolls that the Jedi makes in the subsequent round.) Block doesn't allow the Jedi to extend the defense beyond the Jedi's position, and all other rules concerning deflect (defense) and deflect (attack) apply. If character gains deflect (defense) at a total bonus of +2 or more, he immediately acquires the block ability."

Increase Lightsaber Damage

Optional Rule—Lightsaber Mastery: Those who master the lightsaber learn not only how to strike with deadly accuracy but also how to use their skills to take full advantage of their opponent and the situation. For each 1d8 of your Increase Lightsaber Damage ability you sacrifice, you gain one of the following benefits.

Flurry: Gain one additional lightsaber attack at your highest attack bonus, but you take a -2 penalty to all attacks made this round. Flurry may only be chosen when using the full attack action.

Precision: Gain a +1 bonus to all lightsaber attacks this round. (Precision may be chosen more than once; its effects stack.)

Parry: Gain a +1 dodge bonus against all melee attacks this round. (Parry may be chosen more than once; its effects stack.)

Living Weapon: Gain a single unarmed attack or improvised weapon attack at a -2 penalty. (Your other attacks this round are unaffected.) This attack deals normal damage, but you only add 1/2 your Strength bonus to damage.

Declare the number of dice sacrificed and the specific benefit(s) at the beginning of your turn. You may change benefits from round to round, but you cannot use lightsaber mastery benefit unless you make at least one attack with a



lightsaber during your turn. The Increase Weapon Damage ability of the Jedi weapon master ^{PotJ} and the Increase Unarmed Damage ability of the Force warrior ^{PotJ} also follow these rules, applying the benefits and requirements to the appropriate weapon instead of a lightsaber. (This can be used with the "Reduced Lightsaber Damage" variant, below.)

Variant Rule—Reduced Lightsaber Damage: Instead of adding +1d8 lightsaber damage every time a character gains or improves this class feature, instead only add +2. This has the effect of making lightsaber duels last considerably longer. The Increase Weapon Damage ability of the Jedi weapon master ^{PotJ} and the Increase Unarmed Damage ability of the Force warrior ^{PotJ} are also subject to this variant. (This rule is best used with the "Melee Advantage" optional rule listed under Combat, below.)

Skills

Alchemy ^{DSSB}

Mask: Just as Sith alchemical techniques can be used to make a subject appear more horrific, they can be used to conceal its true appearance. This requires an Alchemy check (DC 20), and your skill check is modified by all the same modifiers that would apply to a Disguise check. On a success, your Alchemy check is treated as a Disguise check for the purpose of concealing your true appearance (or adopting someone else's), opposed by an observer's Spot check as normal. Each check requires 1 minute, costs the user 5 vitality points, and gives the user 1 Dark Side Point.

Unlike a mundane disguise (which is temporary) or cosmetic surgery (which requires considerably more time to use), an Alchemy mask alters the subject on the molecular level. The subject's true appearance is not apparent on sensors or even during a medical examination. Even if an observer's Spot check beats the Alchemy check result, the observer is only aware that *something* is wrong—unnatural, perhaps—about the subject. (In the case of impersonating a particular individual, of course, the observer would be aware that the subject was an imposter.) However, the mask can be dispelled by dark side energy: If the subject takes damage from a dark side Force skill, the subject must make a Fortitude save (DC 5 + damage dealt) or the mask is removed and the subject's true face reappears. Furthermore, the sudden transformation physically distorts the subject with dark energy, imposing a permanent -2 penalty to all Disguise checks and an additional -1 penalty for every Dark Side Point the subject had gained in the past 10 rounds prior to losing the mask. These penalties make future attempts to create a mask or mundane disguise much less likely to be successful.

Like all other Alchemy checks, the cost of using this skill on a particular subject is 10,000 credits. Furthermore, the subject takes 3d6 points of damage and must make a Fortitude save (DC 20). If the save fails, the damage is applied against the subject's wounds (as with a critical hit).

Disable Device

Sabotage: You can disable starship systems by making a Disable Device check; each attempt requires 2d4 rounds. The

DC is determined by the effect you wish to have on the target, as shown in Table 11-9: Battle Damage (see page 216 of the *Star Wars Roleplaying Game* revised rulebook), adding +5 to the listed Repair DC. If you do not have internal access to the ship's systems, you must cut through the hull, adding +5 to the Disable Device DC and increasing the time required by 1 round per 5 points of hull DR. Sabotage normally requires a complete tool kit, but improvised tools (such as a lightsaber, vibroblade, and so on) allow the attempt to be made at a -5 penalty.

Force Grip

Errata: In the Special section, remove the sentence, "Using this skill gives the character a Dark Side Point." Replace it with, "Unlike other dark side Force skills, Force Grip does not automatically give the character a Dark Side Point." This skill may be used against any target, even droids and objects.

Force Choke: In addition to the normal effects of Force Grip, you have the possibility of dazing your target by using Force Choke to cut off his airway. If the target fails his saving throw, he is dazed for 1 round in addition to taking full damage. This costs 6 vitality points (instead of the normal 4), but it otherwise functions as a normal Force Grip.



Force Lightning (Int)

Dark Side Force Skill; requires the Force-Sensitive and Alter feats.

You can call upon the Force to blast a target with bolts of energy.

Check: First, make a Force Lightning skill check (DC 15). If successful, make a ranged attack. If the attack hits, the target suffers 3d8 damage and must attempt a Fortitude save (DC determined by your check result). On a failed save, the target is dazed for 1 round. If the save fails by 10 or more, the target is instead dazed for 1d4+1 rounds and falls prone.

Result	DC
14 or less	No effect
15-19	15
20-29	20
30+	25



Special: Force Lighting has a range of 10 meters. You can take 10 on this skill but not take 20.

Because Force Lightning utilizes an attack roll, the attack has a threat range (a roll of 20 on a d20) and can be deflected as per the Jedi class ability.

Time: Force Lightning is an Attack Action.

Vitality Point Cost: 6.

Force Strike

Errata: Force Strike does not incur automatic Dark Side Points, even when used against living targets.

Force Push: You can physically shove your target in addition to Force Strike's normal effects. By spending 4 vitality points (instead of the normal 2 vitality point cost of Force Strike), your target is pushed 2 meters directly away from you and knocked prone on a failed Reflex save. For every 5 ranks you have in Move Object, the target may be pushed back an additional 2 meters. In addition, the target gets a +4 bonus to its Reflex save for every size category greater than Medium, a -4 penalty to its Reflex save for every size category smaller, and a +4 bonus to its Reflex save if it has more than two legs or is otherwise more stable than a normal humanoid. In all other respects, Force Push functions the same as a normal use of Force Strike.

The pushed character moves in a straight line directly away from you and takes 1d6 damage (no save) if he hits an obstacle. The obstacle takes damage as if the pushed character were a hurled object (see Move Object, *Star Wars Roleplaying Game* revised rulebook page 94). If the obstacle is a character, he may make a Reflex save (DC 15 or according to size as listed in the Move Object table, whichever is higher) to take half damage.

Move Object (Int)

Force skill; Requires the Force-Sensitive and Alter feats

You can move objects and living beings using the Force.

Check: A Move Object check allows you to pick up and move an object or creature from a distance using the Force. You must be able to see the target object or creature to be moved, and it must be within 10 meters of your position to initially gather it up in the Force.

Moving an Object: Lifting or moving an object is a simple task; the maximum weight and size of object that you can move is determined by your check result, as shown on the table. You may move the object 4 meters, doubling the distance for every 5 points by which your check exceeds the roll necessary for an object of that size. For example, if you want to move a Medium-sized object and your Move Object check result is 31, you may move it up to 8 meters. (You may voluntarily lower your check result to reduce the vitality

point cost.) You can continue to move the object on subsequent rounds by continuing to make successful checks and spending vitality points. If you fail a check in any subsequent round while attempting to move an object, the object falls to the ground.

If two Force-users are contesting control of an object, use opposed Move Object checks. The Force-user who rolls the higher result gains control for that round. If the target object is in the possession of another character (i.e., carried on their person), that character may make a Will save against the listed DC to negate the effect. If you move an object and then drop it on another character, resolve using the rules for Hurling Objects (below). In the case of a physical obstruction, such as a ship stuck in the mud or caught under a fallen tree, the GM applies a penalty to your Move Object check using these guidelines: -5 for a slight obstructions, -10 for a moderate obstruction, and -15 for a severe obstruction.

Moving a Character: Using the Move Object skill on a character (i.e. living being or droid) allows it a Will saving throw against the listed DC. If the target fails its save, treat it as an object for purposes of determining distance moved. If the target succeeds, the skill has no effect and you still expend the vitality point cost. A target can willingly forgo its saving throw. A character can move himself with Move Object, albeit at a -10 penalty to his Move Object check.

Moving a Vehicle: Using the Move Object skill on a vehicle or starship that is being piloted is more difficult than moving an inert object. The driver can make an opposed Pilot check as a reaction, adding a +4 bonus to his Pilot check for every size his vehicle is above Medium. If your Move Object result beats the opposed check and if your Move Object check is sufficient for the normal DC of an object of the vehicle's size and weight, you may move the vehicle normally.

Hurl Object: Move Object can be used to attack by throwing objects or characters. If your check result is high enough for the object's size or weight (whichever is greater), you may hurl the object up to 4 meters to strike another target. If you exceed this result by 5 or more points, the distance you can move the hurled object doubles (as above) and it inflicts extra damage because you are hurling it with more energy.

Hurling an object requires a ranged attack roll to hit your target; treat it as a weapon with a range increment of 10 meters, a threat range of 20, and no maximum range (although your check result will set an effective maximum). When hurling an object of up to Medium size, you must beat the target's Defense as per a normal ranged attack. When hurling an object of Large or greater size, treat the hurled object as a grenadelike weapon (no threat range). Anyone in

Result	Maximum Weight	Maximum Size	Will Save DC	Reflex Save DC	Hurled Object Damage	Vitality Point Cost
10-14	5 kg	Tiny	10	n/a	1d3	1
15-19	50 kg	Small	15	n/a	1d4	2
20-24	500 kg	Medium	15	n/a	1d6	3
25-29	5 tons	Large	20	20	2d6	4
30-34	50 tons	Huge	20	25	4d6	5
35-39	500 tons	Gargantuan	20	30	8d6	6
40-44	5,000 tons	Colossal	20	35	10d6	7
+5	x10	+1 category	20	+5	+2d6	+1

the square(s) the hurled object lands in can make a Reflex save against the listed DC to take half damage. Being struck by a Large or greater size hurled object is otherwise treated as being struck by a falling object, possibly pinning the target or moving it to an unoccupied square (see **Star Wars Roleplaying Game** revised rulebook, page 289).

If using Move Object to lift and drop an object as an attack, both the object and the target take normal falling damage instead of the damage listed on the table above; however, you must still make a ranged attack roll to hit your intended target. Calculate your range penalty based on the range to your target or the distance the object is dropped, whichever is greater.

If the hurled object is a vehicle or character, the check is either resisted by a Will save or opposed by a Pilot check, as described above. A hurled vehicle or character takes the listed damage according to the Move Object check result (no save allowed).

Force Jump: You can use the Force to add extra power to your leaps. By spending vitality points appropriate for your size and weight (see table above), you can add your ranks in Move Object to your Jump check result. If you use this option, your jump result and maximum jump distance are tripled for that Jump check.

Force Fall: You can also use the Force to fall safely. When you intentionally jump down from a height, you may attempt a Jump check (DC 15) to reduce the effective total distance by 4 meters. (See the Jump skill in Chapter Four of the **Star Wars Roleplaying Game** revised rulebook.) By expending vitality points appropriate for your size and weight (see Move Object table), you can add your ranks in Move Object to your Jump check result, and for every 3 points by which you beat the Jump check DC of 15, you can reduce the effective distance fallen by another 4 meters.

Time: Moving an unattended object is a move action. Hurling an object, making an opposed Move Object check, or moving an attended object, resisting character, or piloted vehicle is a full-round action.

Vitality Point Cost: 1 or more (see above).

Combat

Optional Rule—Melee Advantage: If you make an attack with a melee weapon against a target that is unarmed or only armed with a ranged weapon, you get a +4 circumstance bonus to your melee attack roll. If you are attacking with a lightsaber (or other weapon that ignores DR), the target is not considered to be armed unless his melee weapon would retain its DR against your attack (for example, another lightsaber, a Sith sword, a Gungan energy shield, and so on).

Optional Rule—Maiming: You can't lose more than half your maximum wound points when you lose a limb. You may be mortally wounded, but it won't kill you immediately. (This is meant to be used with the hit location rules in either the *Hero's Guide* or *Galactic Campaign Guide*.)

The Force

Optional Rule—Opposed Force Skills: Move Object is one example of a Force skill that can be "opposed," with two Force-users battling for control with opposed skill checks. However, it is not the only Force skill that can be opposed in this way. To oppose a Force skill, you must meet the following requirements:

- The Force skill must be Alter-based (that is, it must require the Alter feat), and you must be able to use that skill.
- The Force skill must be used as an attack action, move action, or free action. *Exception:* If Move Object is being used as an attack (i.e., any time another character can make a save to resist or avoid it), it may be opposed as a move action.
- You must either be the target (for damaging skills) or able to use that skill on the target(s) (for nondamaging skills). Furthermore, you must be able to use that skill on the opposing Force-user (i.e., he must be within range and meet all other requirements, etc.).



- You must not be surprised, flat-footed, or unaware of the opposing Force-user. Actual visual contact is not required, for example, if you are using the Sense Surroundings technique ^{PotJ}.
- You must have either a readied action to oppose a Force skill (you don't have to specify which one) or the block ability. Using block in this manner is a reaction that costs you your attack action on your next turn.

If you meet these criteria, you trigger your readied action or use block to oppose the Force skill when it is used; pay the vitality cost and make an opposed skill check. The results are determined by what type of Force skill is being opposed, *damaging* (Force Grip, Force Lightning, Force Strike, etc.) or *nondamaging* (Affect Mind, Move Object, Plant Growth ^{PotJ}, etc.). Note that nondamaging skills may be capable of inflicting damage, but not as a direct effect of the skill; for example, using Move Object to inflict damage by dropping an object on someone or by causing a character to run into an obstacle is only causing damage indirectly.

- *Nondamaging*: The winner gains control and may apply effects as he wishes for that round (subject to the limits of his skill check result). For example, the winner in an opposed Illusion check would get to decide what illusion (if any) is created.
- *Damaging*: If the defender wins, the Force skill is nullified (i.e., both characters spend vitality but nothing happens); if the attacker wins, resolve normally.

Furthermore, if the defender is opposing a damaging Force skill, a special effect can occur if the defender is also using Force Defense. In addition to the effects described above, if the defender fails by a number of points equal to or less than the save bonus provided by Force Defense, *feedback* occurs: Resolve as if both characters had targeted the other with that skill, applying results based on their skill check result. For example, if the defender is the target of Force Grip and feedback occurs, both the attacker and the defender take 3d6 damage (Will save for half).

Optional Rule—My Ally is the Force: You can use your Force points to help pay vitality costs of Force powers. By “exhausting” a Force point, you gain 10 extra vitality points that can only be used to pay the cost of a Force skill or feat. If these extra vitality points go unspent, they disappear after 1 minute (10 rounds). *Variant:* A Force point provides a number of vitality points equal to your character level.

Exhausting a Force point is a free action that may be performed only once a round, and you can't spend a Force point in the same round you exhaust one. An exhausted Force point can't be used for any other purpose, but it's not actually “spent.” You recover exhausted Force Points at the rate of 1 per day, and once recovered they can be exhausted again or spent normally.

Optional Rule—The Force is Strong in This One: Your connection to the Force reduces the cost of some Force powers. Depending on how many Force points you currently have (not counting any “exhausted” Force points, as

described above), the vitality cost of Force feats and skills is changed:

Force Points	Change in VP Cost
0	+1
1–3	+0
4–8	–1
9–15	–2
16–24	–3
etc.	etc.

Apply this change in vitality point cost after all other modifiers due to feats or Force techniques, and this can never reduce the final vitality point cost below 1. Note that if you have spent all your Force points, your connection to the Force actually becomes weaker, making all Force skills and feats require more vitality points.

Optional Rule—Resisting Temptation: If power corrupts, then one of the most dangerous aspects of harnessing the dark side of the Force is the temptation to continue to wield that power, letting it corrupt and twist one's identity. However, strong-willed, tranquil, and grounded characters may be able to avoid this temptation even when faced with the lures of the dark side.

In game terms, whenever a character commits a dark side transgression (see page 181 of the *Star Wars Roleplaying Game* revised rulebook), the character must make a Will save to avoid gaining a Dark Side Point. The base DC is set by the severity of the transgression: minor (DC 10), common (DC 15), and major (DC 20). Add +5 to the DC if the character is tainted, because such characters are particularly vulnerable to the temptations of the dark side. (In contrast, dark characters are already corrupted, and light side characters have not yet tapped into the greater powers of the dark side and thus have not yet confronted these deeper temptations.)

This rule has the effect of making less experienced characters much more likely to succumb to the dark side, and their journey down that evil path accelerates substantially once they become tainted and truly begin to taste the power of the dark side. Still, even the most experienced Jedi Master can gain Dark Side Points from even the most minor transgression; after all, you always fail a saving throw by rolling a natural 1.

As with any optional rule, the GM is encouraged to adjust the saving throw DCs as she sees fit. Particularly egregious actions may warrant a substantially higher Will save DC.

Starships

Hyperspace Travel

Errata: When using Table 11–3: Hyperspace Travel Time, divide the base travel time by three. For example, going from one Core World planet to another would have a base time of 2 hours, and going from the Core to the Outer Rim would have a base time of 32 hours.





Missiles

Errata: Missiles have a speed of 15 in starship combat, just slightly faster than an Eta-2 interceptor or A-wing. (In atmosphere, missiles move 26 squares/action.)

The Environment

Falling and Falling Objects

Errata: Falling damage (including damage from falling objects) is applied to a character's vitality (or wounds, if the character has no vitality remaining). If the character makes the Reflex save to avoid a falling object (Table 12–22 on page 289 of the *Star Wars Roleplaying Game* revised rulebook), the character take half damage. If the character takes wound damage and the falling object is at least three size categories larger than the character, the character is pinned normally. If a character does not take wound damage from a falling object, he is automatically moved to the nearest safe square; any movement required must be accounted for on the character's next action.

Suffocation and Drowning

Variant Rule—Slower Suffocation: Realistically, you wouldn't actually die so soon after losing consciousness; in real life, people can go without oxygen up to a few minutes and still survive. Instead of dying the round after you lose all your remaining wound points and fall unconscious, you instead take 1d6 points of Constitution damage every minute (Fort DC 20 to avoid). When your Constitution is reduced to 0, you die.

Vacuum

Sudden exposure to vacuum causes 1d6 points of Constitution damage (Fort DC 20 to avoid). After that, you're suffocating. Unlike being underwater or in smoke, you can't hold your breath without damaging your lungs. Thus, you must immediately begin making Constitution checks (DC 10, +1 per additional round) to avoid going unconscious, as per the normal rules for suffocation (see page 287 of the *Star Wars Roleplaying Game* revised rulebook).

In the event of explosive decompression (as when Grievous shattered the viewport on the bridge of the *Invisible Hand*), you must make a Climb check (DC 20 – distance to the breach in meters) to grab something; if you fail, you're blown out into space. As long as the breach is open and air is rushing out, you take a –4 penalty on all attack rolls, skill checks, and ability checks, and it is impossible to move without making another Climb check (same DC as above). If there is any significant debris being blown out into space, all characters within 4 meters of the breach also take 3d4 damage each round (Reflex DC 20 for half). Characters are not considered to be exposed to vacuum (see above) until they are blown out into space or the compartment completely depressurizes.

Unless the Gamemaster rules otherwise, emergency bulkheads will seal the breach in 1 round for minor breaches (such as a shattered viewport) and 2d4 rounds for major breaches (such as a ruptured hull). Major hull breaches are considerably more dangerous because affected characters may be sealed outside the emergency bulkhead unless they move quickly to escape.